

**AMENDMENTS TO THE SPECIFICATION:**

Please amend the paragraph beginning at page 23, paragraph 37, as follows:

The residual image displaying program 45 causes a residual image C11 (see FIGS. 12A and 12B) to be displayed for a predetermined time after the first character C1 passes. The score processing program [[46]] 47 is a program which, when the first character C1 obtains a point item (which only the first character C1 can obtain, as described later), enables the calculation of points in accordance with the obtained point item. The program for the hand-held game machine 48 is composed of instructions, and the like, which can be processed by the hand-held game machine 5, and when executed by the hand-held game machine 5, enable game processing based on transmission of key data and reception of coordinate data. The radar screen displaying program 49 causes a radar screen W5 to be displayed along with the second game screen W2, the third game screen W3, the fourth game screen W4, and the like, the radar screen W5 indicating the positions of characters other than the first character C1, i.e., the second to fourth characters C2 to C4, in the game space (e.g., the game map).